

### AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application.

### LISTING OF CLAIMS

1. (currently amended) A game ~~system~~ comprising at least one flexible wire operable to be folded and shaped so as to represent a [figure] word, phrase, clause or a clue regarding the same, wherein at least one person tries to guess the [figure] word, phrase, clause or clue into which [said] ~~the~~ flexible wire has been shaped.

2. (currently amended) [A] ~~The game according to system set forth in~~ claim 1, further including a plurality of cards, [said] ~~the~~ cards having [a picture] pictorial or textual data disposed thereon ~~said-card~~, wherein [said] ~~the~~ flexible wire is folded and shaped so as to represent [said picture] the pictorial or textual data so ~~disposed on said-card~~.

3. (currently amended) [A] ~~The game according to system set forth in~~ claim 2, wherein [said] ~~the~~ flexible wire includes a plurality of flexible wires.

4. (currently amended) [A] ~~The game according to system set forth in~~ claim 3, wherein [said] ~~the plurality of flexible wires is each are~~ colored differently from one another.

5. (currently amended) [A] ~~The game according to system set forth in~~ claim 2, wherein [said] ~~the~~ cards comprise various categories.

6. (currently amended) [A] ~~The game according to system set forth in~~ claim 5, wherein [said] ~~the~~ categories include at least one of food, places, things and hobbies.

7. (currently amended) [A] ~~The game according to system set forth in~~ claim 5, wherein [said] ~~the~~ categories are divided into a plurality of difficulty levels.

8. (currently amended) A game system comprising:
- a plurality of cards having [a picture] pictorial or textual data disposed thereon ~~said-cards~~;
  - a flexible wire capable of being folded and shaped so as to represent either [said picture] the pictorial or textual data ~~disposed on said-card~~ or a clue referring to said-picture-or-text the data ~~disposed on said-card~~;
  - a timer for limiting the amount of time a person has to guess an object represented by [said] the flexible wire; and
  - a point system.
9. (currently amended) [A] The game according to system set forth in claim 8, wherein [said] the cards include various categories.
10. (currently amended) [A] The game according to system set forth in claim 8, wherein [said] in the point system, points are awarded to a team that guesses ~~said-object the word, phrase or clause~~ on [said] the card.
11. (currently amended) [A] The game according to system set forth in claim 8, further comprising a board having a path defined by a plurality of spaces, wherein [said] the point system comprises a numbered spinner, which comprises a pointer and a plurality of numbers arranged along a surface of ~~said-numbered the~~ spinner, wherein ~~said-numbered the~~ spinner is spun [so] such that [said] the pointer points to a single number of [said] the plurality of numbers, [said] the single number representing the number of [said] the plurality of spaces a team can move along [said] the path if [said picture] the pictorial or textual data disposed on [said] the card is determined prior to [said] clapsing of the timer [concluding].

12. (currently amended) A method of playing a game comprising the steps of:

providing a flexible wire;

folding and shaping [said] the flexible wire so as to represent a [figure] word, phrase, clause or a clue regarding the same; and

trying to guess ~~said-figure~~ the word, phrase, clause or clue represented by [said] ~~the~~ flexible wire.

13. (currently amended) The method ~~of playing a game according to~~ set forth in claim 12, wherein a game participant's body language cannot be used while folding and shaping [said] ~~the~~ flexible wire unless [said] ~~the~~ body language is used to express movement of ~~said figure~~ the word, phrase, clause or clue that [said] ~~the~~ flexible wire represents.

14. (currently amended) The method ~~of playing a game according to~~ set forth in claim 12, wherein a game participant's body language cannot be used except for folding and shaping [said] ~~the~~ flexible wire.

15. (currently amended) The method ~~of playing a game according to~~ set forth in claim 12, further including the steps of:

providing a plurality of cards, [said] ~~the~~ cards having [a picture] pictorial or textual data disposed ~~thereon~~ said-cards;

wherein [said] ~~the~~ flexible wire is folded and shaped so as to represent [said picture] the pictorial or textual data disposed on [said] ~~the~~ card or a clue referring to ~~said-picture or-text-disposed-on-said-card~~ the data.

16. (currently amended) The method ~~of playing a game according to~~ set forth in claim 15, further comprising the step of awarding points if [said] ~~the~~ step of guessing said figure ~~the word, phrase, clause or clue~~ represented by [said] ~~the~~ flexible wire is achieved.

17. (currently amended) The method ~~of playing a game according to~~ set forth in claim 16, comprising the steps of providing a timer for limiting the time a team has to guess said figure ~~the word, phrase, clause or clue~~ represented by [said] ~~the~~ flexible wire and a board, [said] ~~the~~ board having a path divided into a plurality of spaces wherein [said] ~~the~~ step of awarding points comprises providing a numbered spinner which [comprises] includes a pointer and a plurality of numbers arranged along a surface of ~~said-numbered~~ ~~the~~ spinner, wherein ~~said-numbered~~ ~~the~~ spinner is spun [so] such that [said] ~~the~~ pointer points to a single number of [said] ~~the~~ plurality of numbers, [said] ~~the~~ single number representing the number of [said] ~~the~~ plurality of spaces a team can move along [said] ~~the~~ path if [said picture] ~~the pictorial~~ or textual data disposed on [said] ~~the~~ card is determined prior to [said] ~~elapsing of the~~ timer [concluding].

18. (currently amended) The method ~~of playing a game according to~~ set forth in claim 16, wherein [said] ~~the~~ step of awarding points comprises awarding one point for a single word, two points for a compound word, three points for a two-word answer and five points for a super bonus card.

19. (currently amended) [A] ~~The~~ method ~~of playing a game according to~~ set forth in claim 16, wherein [said] ~~the~~ plurality of cards are divided into various difficulty levels, wherein [said] ~~the~~ step of awarding points comprises awarding points based on [said] ~~the~~ difficulty levels of [said] ~~the~~ cards.

20. (currently amended) The method ~~of playing a game according to~~ set forth in claim 15, wherein [said] ~~the~~ plurality of cards comprises various categories.

21. (currently amended) The method ~~of playing a game according to~~ set forth in claim 15, comprising a step of providing a timer, wherein [said] ~~the~~ timer limits the amount of time for [said] ~~the~~ step of trying to guess ~~said figure~~ the word, phrase, clause or clue represented by [said] ~~the~~ flexible wire.

22. (currently amended) The method ~~of playing a game according to~~ set forth in claim 15, wherein the game participant's body language cannot be used while folding and shaping [said] ~~the~~ flexible wire unless [said] such body language is used to express movement of ~~said figure~~ the word, phrase, clause or clue that [said] ~~the~~ flexible wire represents.

23. (currently amended) The method ~~of playing a game according to~~ set forth in claim 15, wherein the game participant's body language cannot be used except for folding and shaping [said] ~~the~~ flexible wire.

24. (currently amended) A method of playing an educational and therapeutic game comprising the steps of:

providing a plurality of cards, each card having [a picture] pictorial or textual data disposed thereon said-cards; and

providing a flexible wire operable to be folded into shapes to represent a [figure] word, phrase, clause or clue regarding the same, wherein at least one [person] player chooses from [said] ~~the~~ plurality of cards and then tries to shape and fold [said] ~~the~~ flexible wire to represent [said picture of] the pictorial or textual data disposed on [said] ~~the~~ card.

25. (currently amended) The method ~~of playing an educational and therapeutic game~~ ~~according to~~ set forth in claim 24, wherein [said] the cards are divided into various levels of difficulty.

26. (currently amended) A method of playing an educational and therapeutic game comprising: a flexible wire wherein an instructor folds and shapes [said] the flexible wire to represent an object and at [least] ~~least~~ one patient tries to guess [said] the object represented by [said] the flexible wire.